

# **12" ADULT SOFTBALL**

## **RULES AND GUIDELINES**

### **2021**

**Morton Grove  
Park District**



**[www.mortongroveparks.com](http://www.mortongroveparks.com)**

### **LEAGUE FORMAT**

1. All teams will complete a regular season, and at the conclusion of the regular season each team will take part in a single elimination playoff tournament.

### **SCHEDULING**

1. The "Home Team" will be that team whose number appears second on the schedule throughout the season.
2. Make up games shall be conducted on Sundays or if possible on the same day of the week. Teams whose games fall on a holiday may be subject to extra Sunday games.
3. Questions regarding game locations and times can be found by visiting [www.quickscores.com/mortongrove](http://www.quickscores.com/mortongrove). Rainouts can be answered by calling the **Morton Grove Park District (24) hour hotline number (847-965-7558) after 4:00 p.m. Extension #3**
4. All make-up games will be update on Quickscores. It is the team manager's responsibility to inform their team members of such make-ups.
5. **There will be no changes in schedules after schedules are posted on-line.**

### **ROSTER/WAIVER FORMS**

1. All teams must have a roster/waiver form on file before the season begins. Rosters must be legible and complete with names, addresses, phone numbers and ages of participants. Roster/waiver forms must provide complete information and be signed by all participants. **Players must be 18 years of age or older.**
2. Rosters will be limited to a maximum of (21) players.
3. Roster are due at 1<sup>st</sup> game. Changes may be made until the 3<sup>rd</sup> week of the season.

4. Players may play on (1) team per competitive league (night), but may play on two teams provided it is on a team in a separate competitive league (night). The exception to this ruling is that a player may participate on a separate Men's 16", Co-Rec 14" and 12" softball teams. Any player found participating on more than (2) teams per league, will suspend his or her opportunity to participate, and the team participated for, will forfeit all games which used the player. To prevent this shortcoming, all players are urged to carry a **picture driver's license** to all games, and present it upon request.
5. Protest of player eligibility can be made or appealed any time during the game. The field supervisor will check the team roster and at this time the player must produce proper identification (driver's licenses or comparable identification is acceptable). If the player is declared ineligible the team will forfeit the game.

## **STANDINGS**

1. Standings will be posted at [\*\*www.quickscores.com/mortongrove\*\*](http://www.quickscores.com/mortongrove)
2. A (2) team tie in the standings will be broken based on head-to-head competition throughout the season. If the tied teams have the equivalent record against each other, the tie will be broken based on runs scored and given up in the games played against each other. The team whose number approaching (0) if all negative shall be awarded (1<sup>st</sup>) place, (2<sup>nd</sup>) place, etc.
3. A (3) team or more tie in the standings will be broken based on runs scored and given up in the games played against each other. The team(s) that has its difference the highest positive number (or number approaching (0) if all negative) shall be awarded (1<sup>st</sup>) place, (2<sup>nd</sup>) place, etc.
4. In the event teams remain tied following the run differential procedures stated in rules (2) and (3), ties in the standings will be broken based on runs given up by the tied teams against all opponents throughout the season, will be the determining factor in breaking the tie\*

\* **With the above-mentioned rules, it is imperative that all scores are accurate on the official scorecards submitted. Thus, both team managers' signature, in addition to the umpire's signature must appear on the scorecard.**

## **LEAGUE CHAMPION AWARDS**

1. A monetary award will be presented to the League Champion team payable to the TEAM CAPTAIN stated on the official application form.

League/Tournament Champion Payout will be mailed a maximum of 4 to 6 weeks (30 to 45 days) after the end of the program.
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## PLAYING RULES

The official rules for 12" softball slow pitching, as adopted by the Amateur Softball Association of America (A.S.A.) will govern all league play except those rules indicated.

1. Each team will receive 1 game ball and will return the ball to the field attendant once the game is concluded.
2. Official scorecards will be provided by the Morton Grove Park District. **BOTH TEAM MANAGER'S AND UMPIRE'S SIGNATURE MUST APPEAR ON THE SCORECARD.**
3. The official scorecard may be submitted to the Softball Supervisor or placed on the scorecard clipboard where it will be collected by the Softball Supervisor. If an Official scorecard is unavailable to submit, the score sheet from the winning team's scorebook may substitute.
4. Games are limited to **one hour**. A regulation game shall consist of 7 innings with the exception of the slaughter rule or a game called by the umpire. **In the event of rain, darkness or other circumstances declared by the umpire, a game shall be considered official after (4 1/2) innings if the "Home Team" is leading.** Should the game not go 4 1/2 innings, the game will be re-played on another date picking up the game at the point where the game was called. **No new inning will start after 55 minutes of play, exception to this rule would be a tie.**

**\*Playoff games will have a time limit of 1hr 25min**

In the rare event of a tie game (after 60 minutes of play or past 7 innings), the game will be played until a winner is determined using the following batter's count:

1<sup>st</sup> inning after 60 minutes or 7 innings—Batter's count is 2-2

2<sup>nd</sup> inning and over after 60 minutes or 7 innings—Batter's count is 3-2

5. All teams must begin and/or end a game with a minimum of (9) players, if not a forfeit will occur. If a team begins a game with (9) players, the (10<sup>th</sup>) player may enter the game as soon as he arrives and must bat in the (10<sup>th</sup>) batter position.
5. **Any team leading by 12 runs at the end of 5 innings or 10 runs at the end of 6 innings, will be declared the winner.**

**\*Playoff games** will have no slaughter rule after 5 innings, slaughter rule will be 15 runs after 6 innings

7. Game start time will be forfeit time for all games. Nine players must be present by game time. If neither team has (9) players present, both will forfeit the Game (Loss). If (9) players are present, the game must begin. **Forfeit scores get marked down as 15-0.**

Teams are permitted two forfeits throughout the season, incurring a \$50.00 fine for the first forfeit. **If any team forfeits a second time, that team may face an additional forfeit fee and be removed and or expelled from the league, forfeiting all league fees paid.** The league schedule may be re-worked at this point and captains will be notified of the new schedule.

If a team walks off the field during a game that is not called final by the umpire, that team will forfeit the game and is subject to removal from the league forfeiting all league fees paid.

8. Each team shall have equal possession of the infield prior to the start of the game, provided the game begins at the scheduled time.
9. **No metal spikes or football cleats are allowed.** Only rubber cleats are acceptable Failure in complying with this ruling shall result in an "ejection of the game."
10. There will be no drawn batters box. The batter will be called out if he steps across the side of home plate, when the pitched ball is hit foul or fair. The ball becomes dead and base runners may not advance.

11. All bats must say "Official Softball" and comply with A.S.A. standards. (The BPF Bat Performance Factor may not exceed 1.20). This ruling **no longer** requires an appeal. In the event that an "illegal bat" is used, the batter is declared out, all base runners return to the base occupied at the time of the pitch, and play is continued with the next batter in the lineup. The "illegal bat" will not be allowed use for the remainder of the game. Any continued offenses of using an "illegal bat by the original batter or other team members will result in an "ejection of the game". The most current A.S.A. "Banned Bat" list will dictate whether a bat is legal or illegal at the time of play.

**All bats must not be altered or painted differently from the original manufacturer's condition.** If any bat has been altered/painted differently, that bat is deemed an illegal bat. Any player who uses the altered bat will be suspended from the game along with the captain of the team.

12. The "Strike Zone" is that area over home plate that is below the batters shoulders and above the knees when the batter assumes his natural batting stance. The "wells" will be considered strikes.
13. After (2) strikes, any batter who fouls off (1) pitch will be declared out, the ball will become dead. The base runners may not advance, unless the foul ball is caught on the fly.
14. A batted **FAIR BALL**, which strikes the overhanging branches of any tree will be a dead ball, and no count assessed to the batter. Runners may not advance. A **FOUL BALL** which strikes the branches will be considered a strike.
15. Extra Hitter Rule
- Teams must designate the use of an E.H. before the start of the game. A team using E.H. has 11 batters; any 10 of the 11 batters in the lineup may play the field at anytime during the game. Substitution for the E.H. by a player who has not yet been in the game is allowed. If the E.H. is unable to bat due to an injury or ejection, and cannot be replaced by a substitute, then that turn at bat, and all subsequent turns at bat will be considered an out.
16. The pitcher's pivot must be in contact with the pitching plate until the release of the ball. It is not mandatory to step, but if a step is to be taken it must be simultaneous with the release of the ball and it may be taken forwards or backwards. **The pitching plate furthest from Homeplate (50ft.) will be used for the men.**
17. **The count of the batter will start with 1 Ball and 1 strike.** The pitched ball must be delivered with a perceptible arc of at least 6 feet from the ground, with no maximum height, thus allowing an "unlimited arc".
18. After taking the pitching position, with his/her foot in contact with the pitcher's plate, the pitcher cannot throw to a base. Violations of this rule will result in a ball assessed to the batter. There is NO STEALING contrary to the 2011 ASA Rule Book.
19. Base runners may not lead off at anytime. They may not leave the base until the pitched ball has crossed the plate. If a runner leaves early, no pitch is declared to the batter and the runner is out.
20. Pitchers are allowed three (3) warm-up pitches for the (1<sup>st</sup>) inning of each game and/or if a new pitcher enters the game. Two (2) warm-up pitches are allowed each inning thereafter. For every additional warm up pitch thrown a ball will be assessed to the batter.
21. Courtesy runners will be allowed by mutual agreement of both captains. The courtesy runner will be the player who made the last out.
22. On an overthrow, the ball remains in play if it hits the fence behind (1<sup>st</sup>) and (3<sup>rd</sup>) base, the fence behind home plate and/or the ball stays within the imaginary line extending from the ends of the fence parallel to the foul lines. Base runners may advance at their own risk. **If the overthrow goes beyond the imaginary line of the fence, the ball becomes dead, and the base runner is awarded (2) bases from their position on the base path at the time the fielder released the ball.**

23. If a base runner deliberately and with great force, crashes into a fielder while attempting to reach a base, the base runner will be declared out for failing to avoid contact. If the act is determined to be flagrant, the base runner can be ejected from the game.
24. Substitution. By general rule, all players must be substituted for when taken out of a game. Exceptions to this rule are as follows
- a. A team using an (EH) Extra Hitter 12 batters in the lineup.  
If a player(s) has to leave the game before its completion, and the team has no available substitute(s), thus reducing the team to ten (10) players, this situation must be discussed and approved by both team managers before the game. The player's turn at bat, and all subsequent turns at bat, will be considered an OUT (12 to 11 players is one out and 12 to 10 players is 2 outs). **NOTE:** This ruling prevents a team from gambling on reducing the team to ten (10) players and pulling a weak hitter in a crucial situation out of the game.
- b. A Team using an (EH) Extra Hitter 12 batters in the lineup.  
If a player is injured during the game, and is unable to continue playing, and there are no available substitute(s), thus reducing the team to ten (10) players, the player may be lifted from the lineup and not be replaced. **NOTE:** In the event that this situation does occur, the injured player may not re-enter the game. The injured player's turn at bat, and all subsequent turns at bat will be considered an OUT. (12 to 11 players is one (1) out and 12 to 10 players is two (2) outs).
- c. A team using ten (10) batters in the lineup.  
If a player has to leave the game before its completion because of injury and there is no available substitute(s), thus reducing the team to nine (9) players, the player's turn at bat, and all subsequent turns at bat will NOT be considered an out. **NOTE:** This team is now forced to play nine (9) players in the field and is placed at a disadvantage. Therefore the turn at bat will not be an out. This rule applies to injuries only, and not ejections due to behavior or misconduct. In order to declare the OUT, the opposing team must appeal to the umpire for a "batting out of order" ruling.
25. Substitution Re-Entry Rule  
Any of the starting players, including an E.H., may be withdrawn and re-entered once, provided the players occupy the same positions at bat whenever in the lineup.
26. Smoking is not allowed on the playing field while games are in progress. This includes the (1<sup>st</sup>) and (3<sup>rd</sup>) base coaching areas. Failure to comply with this ruling, will result in "an ejection from the game". Players may confine their smoking activities to the bleachers, benches or aside from the field.
27. **ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON MORTON GROVE PARK DISTRICT PROPERTY**. Participants showing evidence of being under the influence of alcohol, or any other illegal drugs will be subject to immediate ejection from the game and face up to a one (1) or more game suspension. The team involved may face up to a one (1) or more game suspension, and expulsion from the league if further violations are committed thereafter.
28. Any verbal or physical abuse of an umpire or Park District Representative or player prior to, during, or after a softball game may result in (1) or more game suspension of the player. In the event of any subsequent infraction, the team will be placed on probation, and may face a one (1) or more game suspension and team ejection from the current league and the league in the following year. Any decision to suspend or terminate privileges to participants will be made by a committee consisting of the umpire, umpire assignment chairman and the Recreation Supervisor.

**MANAGERS ARE RESPONSIBLE FOR CONDUCT OF ALL PLAYERS AND SPECTATORS OF THEIR TEAM.**

29. **DOUBLE FIRST BASE RULES**

- A. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
- B. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter runner may touch the white or colored portion. Should the batter runner return, the runner must return to the white portion.

**NOTE:** The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base.

- C. When tagging up on a fly ball, the white portion must be used.
  - D. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or colored portion of the base.
  - E. On an errant throw pulling the defense off the white portion of the base into foul ground the batter-runner may use either the white or colored portion.
  - F. On an attempted pick-off play, the runner may return to the white or colored portion of the base
  - G. On plays at 1<sup>st</sup> base when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white of the base, interference is called. The ball is declared dead, the batter-runner is out and runners must return to the last base occupied at the time of interference.
30. If the heat index is in excess of 115 degrees at game time, games will be cancelled until the heat index is less than 115 degrees.

**PROTESTS**

- A. All protests of games participated must be on an infraction(s) of the rules and not a matter of judgment. Protest will be considered on this basis only.
  - B. The following procedures are to be followed:
    - (1) The official(s) and the opposing team must be informed of the intent to protest immediately at the time of the rule(s) infraction(s). This action must be done before play is resumed. It is recommended the score sheet be marked and initialed by the umpire, and it is to be submitted with the written protest.
    - (2) A protest **must be in writing** and **submitted to the Athletic Department by 5:00 p.m.** The next day following the completion of the disputed game. The only exception being a game played on a Friday or Saturday, or before a holiday. In this case, the written statement must be submitted by 5:00 p.m. the first day following the protested game that the Park District Administration offices are open.
    - (3) All protests must be accompanied by a \$25.00 fee. If the protest is upheld, the \$25.00 will be returned.
  - C. The Protest Committee  
All protests will be decided by a Protest Committee. The Protest Committee will be comprised of the Athletic Supervisor, Recreation Manager, Softball Supervisor, and the Official Softball Assignment Chairman.
30. If a player hits the ball over the walking path on the fly it will be ruled a homerun. If the ball crosses the path on the bounce or roll it will be ruled a ground rule double.

## **SAFETY REGARDING COVID-19**

Due to the Coronavirus Pandemic, the protocols listed below will be enforced by league officials and umpires. All protocols set by the CDC and IDPH apply to anyone who is experiencing COVID-19 symptoms or tests positive for COVID-19. If a player, spectator, or umpire feels ill, they should not attend the game. Masks are not required to be worn throughout the duration of the game, but each player may do so if they wish.

1. All players must sign in with the field attendant at the start of each game or as soon as they arrive to help improve contact tracing efforts.
2. All teams will practice social distancing (minimum of 6 ft) whenever possible. Players and spectators are strongly encouraged to bring their own chairs in order to help support social distancing efforts.
3. Direct and indirect contact between players, umpires, and spectators is to be minimized (no high fives, no fist bumps, no shared water coolers, no shared hats/gloves etc.).
4. All coaches, umpires, and spectators must wear face coverings at all times. Masks must be worn in the dugout if players are not able to maintain at least 6 ft of social distancing.
5. Each team will be issued their own game ball to use while playing defense and must not share that ball with the opposing team for any reason.
6. Each team (and the umpire) will be required to bring their own hand sanitizer for their players.
7. Spitting or eating seeds, gum or other similar products will be prohibited during the game.
8. If players are observed by league officials and umpires not following any COVID-19 guidelines, they will receive a verbal warning. A second offense by the same team will yield a second warning, and the third offense will result in forfeit of the offending team.

## **FIELD RENTAL PERMITS**

1. Fields will be available for rental after April 1. Field usage permit reservations may be made at the Prairie View Community Center Administration Office, Monday through Friday from 9a.m. to 5p.m. Reservations can be made in person or by calling 847-965-1200. Permits may be picked up by previous arrangements after 5:00 p.m. at the Prairie View Community Center Front Desk.
2. Permits are issued for (1-1/2) hours at no fee charge for league teams. Teams are allowed one (1) permit per week, on a Monday through Sunday schedule. If the use of lights is requested, the team will be charged a fee of \$20.00. **Field rental fees are subject to change at any time.**

## **GAME SITES**

HARRER PARK FIELD #1 or #4, 6250 W. DEMPSTER STREET, MORTON GROVE, IL 60053



# **Zero Tolerance** **Policy**

The Morton Grove Park District will suspend or terminate league privileges to any individual(s) involved in the following activities:

**FIGHTING**  
**ABUSIVE LANGUAGE**  
**DEFIANCE OF AUTHORITY**  
**DISRUPTIVE BEHAVIOR**  
**GENERAL HARASSMENT**  
**DESTRUCTION OF PROPERTY**  
**DRUG & ALCOHOL USAGE**  
**MOB ACTION**

Please respect your league, its officials and those who participate in it.